

ATARI[®] 2600[™]

RealSports™ BASKETBALL

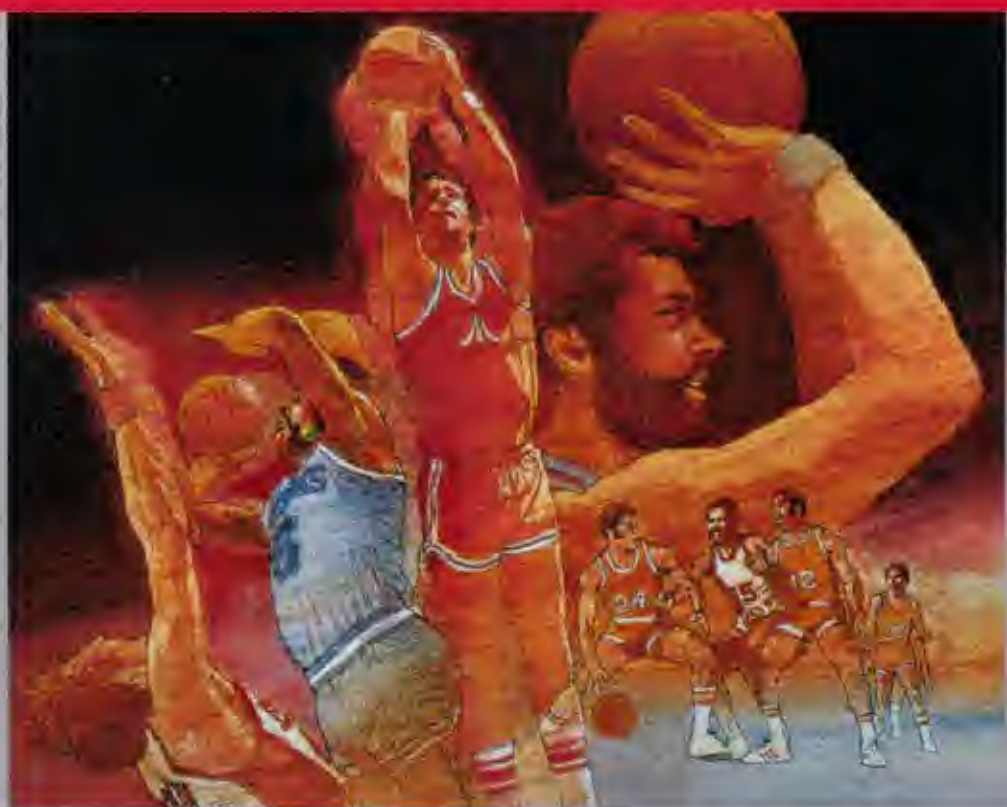




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1. INTRODUCTION



For real excitement and competition, the name of the game is ATARI RealSports™. The enhanced graphics and realistic sound effects of the RealSports lineup bring video sports to life! Best of all, you don't even need an opponent - all of the RealSports games feature a challenging one-player option that lets you play against the computer.

RealSports Basketball has it all: fast-breaking, board-pounding basketball action. Play great defense, steal the ball, and drive down court for the winning point as the clock expires! Play against a friend or the computer. It's on you - be the best!

2. GAME PLAY

The basic rules of basketball apply, with some modification.

Like regular basketball, the object of ATARI RealSports™ BASKETBALL is to score more points than your opponent. You advance the ball toward the basket by running and passing according to the directions you select with your Joystick Controller.

Each team has two players. Both players are controlled in unison by the Joystick.

You can play against the computer in a one-person game; or you can compete against another person in a two-player game.

The clock runs continuously during plays.

There are no time outs, no penalties, no shot clock, no 3-point shots, no foul line shots and no running out-of-bounds (player as well as ball). Each game consists of four quarters. (Figure 1)

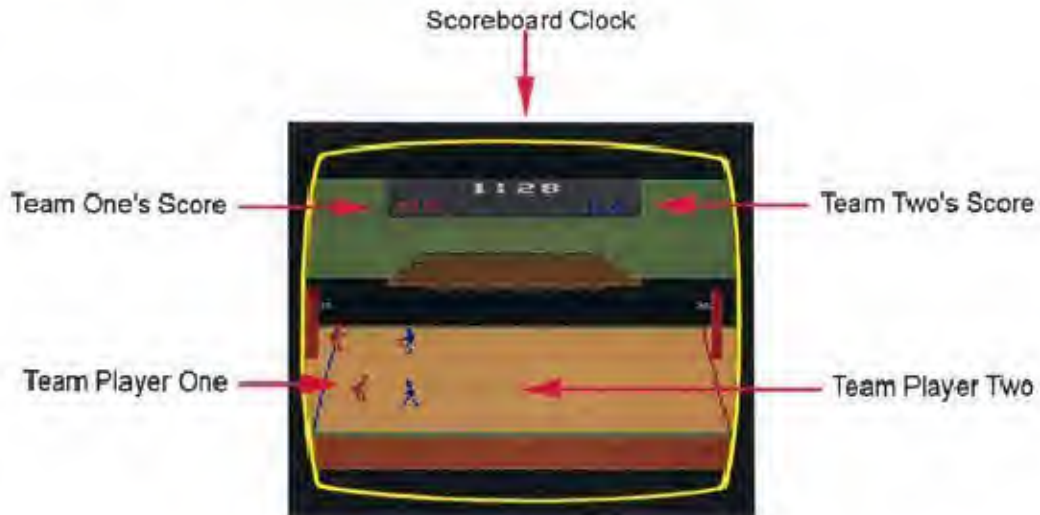
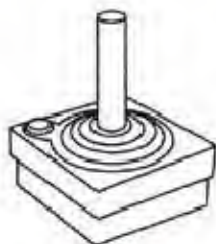


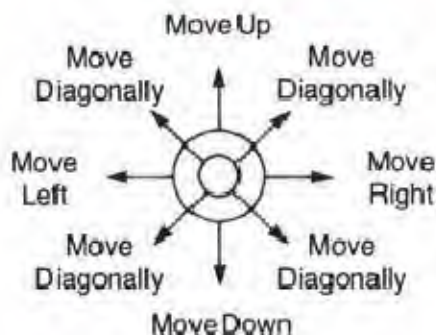
Figure 1 – Game Screen

3. USING THE CONTROLLERS



Use your Joystick to:
Direct your two players
Direct your shot/pass (in combination with the fire button)

Use the fire button to:
Pass the ball (in combination with a direction input by the controller)
Shoot (in combination with a direction input by the controller)



Use your Joystick Controllers with this ATARI Game Program cartridge. Be sure the controller cables are firmly plugged into the CONTROLLER jacks at the back of your ATARI 2600 Video Computer System game. For one-player games, use the Joystick plugged into the LEFT CONTROLLER jack. Hold the Joystick with the red button to your upper left, toward the television screen. (See your Owner's Manual for further details.)

4. CONSOLE CONTROLS

GAME SELECT SWITCH

You can choose a one-player or a two-player game. Press the GAME SELECT switch until your choice is indicated by the scoreboard. The LEFT # shows whether it's a 1 or 2 player game. The RIGHT # is the game variation (1-12).

GAME RESET SWITCH

After you have selected your game, press the GAME RESET switch to begin a new game.

TV TYPE SWITCH

Set this switch to COLOR if you're playing on a color television set. Set it to B-W to play the game in black and white.

DIFFICULTY SWITCHES

The LEFT difficulty switch enables/disables (A/B) the foul detection. If this feature is enabled, a foul will be called for illegal contact, which results in the ball being turned over to your opponent.

The RIGHT difficulty switch toggles the affects the behavior of the computer's defense (A - intense, B - relaxed).

NOTE

Always turn the console POWER switch OFF when inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System™ game



5. GAME VARIATIONS

Game Variation	Time/Quarter	Game Speed	Opponent
1	3:00	Fast	Computer
2	3:00	Slow	Computer
3	5:00	Fast	Computer
4	5:00	Slow	Computer
5	8:00	Fast	Computer
6	8:00	Slow	Computer
7	3:00	Fast	Human
8	3:00	Slow	Human
9	5:00	Fast	Human
10	5:00	Slow	Human
11	8:00	Fast	Human
12	8:00	Slow	Human



6. SCOREBOARD


	Score	Date
Home Team:		
Visitors:		
Home Team:		
Visitors:		
Home Team:		
Visitors:		
Home Team:		
Visitors:		

ATARI
2600

RealSports™ BASKETBALL

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